RCS log for gfx/BALI/opengl.model/ri/procedural/ri_block.c

RCS file:
/plroot/gfx/irix6.5m/.RCS/PL/BALI/opengl.model/ri/procedural/RCS/ri_block.c,v
Working file: ri_block.c
head: 1.57
branch:
locks: strict
access list:
symbolic names:
keyword substitution: kv
total revisions: 57;   selected revisions: 57
description:
----
revision 1.57
date: 1997/12/10 23:48:34; author: peercy; state: Exp; lines: +3 -215
split rendering from ri_block; try to isolate gl calls
----
revision 1.56
date: 1997/12/10 19:47:34; author: peercy; state: Exp; lines: +83 -115
handle all pre-render operations on the host, rather than with the gl. open a
window at worldend rather than ribegin
----
revision 1.55
date: 1997/12/09 23:53:21; author: peercy; state: Exp; lines: +25 -0
activate displacement shader execution; always use default (none)
----
revision 1.54
date: 1997/12/09 18:08:55; author: peercy; state: Exp; lines: +34 -45
another checkpoint for supporting all shaders
----
revision 1.53
date: 1997/12/09 17:25:05; author: peercy; state: Exp; lines: +2 -18
checkpoint for major structural changes to support all shaders
----
revision 1.52
date: 1997/11/20 22:30:50; author: peercy; state: Exp; lines: +0 -6
orientation fix for bulb.rib; track orientation
----
revision 1.51
date: 1997/11/18 22:28:18; author: peercy; state: Exp; lines: +24 -21
handle images in worlend rather than riend
----
revision 1.50
date: 1997/11/18 21:34:13; author: peercy; state: Exp; lines: +36 -22
allow non-power of 2 sized images; remove global XRes,YRes
----
revision 1.49
date: 1997/11/12 18:11:38; author: peercy; state: Exp; lines: +0 -4
rework quadratic tesselation; pass color along with geometry; commit to
tracking attributes on the fly rather than retained
----
revision 1.48
date: 1997/10/16 16:38:32; author: peercy; state: Exp; lines: +9 -9
refresh the image after rendering is complete
----
revision 1.47

```
date: 1997/10/13 17:49:19;  author: peercy;  state: Exp;  lines: +0 -1
cleanup warnings
----------------------------
revision 1.46
date: 1997/10/13 17:47:37;  author: peercy;  state: Exp;  lines: +127 -225
major cleanup of ri_block.c and its neighbors
----------------------------
revision 1.45
date: 1997/10/09 21:23:24;  author: peercy;  state: Exp;  lines: +1 -21
more cleanup of ps.h; unify shader_parse calls
----------------------------
revision 1.44
date: 1997/10/09 16:41:14;  author: peercy;  state: Exp;  lines: +4 -20
a better break between lights on proc/pass
----------------------------
revision 1.43
date: 1997/10/09 15:55:15;  author: peercy;  state: Exp;  lines: +11 -3
major overhaul; yank out assembler reader and drawing
----------------------------
revision 1.42
date: 1997/10/06 21:26:01;  author: peercy;  state: Exp;  lines: +2 -4
remove Dlist and replace with DlistOp alone
----------------------------
revision 1.41
date: 1997/10/06 17:15:15;  author: peercy;  state: Exp;  lines: +37 -20
further unite light and surface scene graphs
----------------------------
revision 1.40
date: 1997/10/03 22:40:37;  author: mmp;  state: Exp;  lines: +6 -2
Bug in RiWorldEnd: would bug out if Lights was NULL
----------------------------
revision 1.39
date: 1997/09/30 19:05:30;  author: peercy;  state: Exp;  lines: +18 -20
cleanup and bug fixes for unified light/surface parsing
----------------------------
revision 1.38
date: 1997/09/30 00:29:10;  author: peercy;  state: Exp;  lines: +7 -3
initialize light position; cleanup light set code
----------------------------
revision 1.37
date: 1997/09/29 23:53:46;  author: peercy;  state: Exp;  lines: +33 -7
now drive lights and surfaces of same linked list
----------------------------
revision 1.36
date: 1997/09/29 17:17:36;  author: peercy;  state: Exp;  lines: +15 -9
move to unification of surface/light execution
----------------------------
revision 1.35
date: 1997/09/26 23:28:42;  author: peercy;  state: Exp;  lines: +33 -5
last major cleanup of parsing/params for a bit
----------------------------
revision 1.34
date: 1997/09/23 22:00:43;  author: mmp;  state: Exp;  lines: +2 -33
Moved RGB image IO stuff to ri_util.c.  Fixed readrgbaimage() so that
images aren't read in backwards and upside down.
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revision 1.33
```

```
date: 1997/09/22 20:17:53;  author: peercy;  state: Exp;  lines: +9 -60
clean up memory manager to match viperproc
----------------------------
revision 1.32
date: 1997/09/18 22:42:12;  author: mmp;  state: Exp;  lines: +14 -0
Added RenderState global to keep track of whether begin, worldbegin,
and framebegin have happened yet.
----------------------------
revision 1.31
date: 1997/09/17 23:42:02;  author: mmp;  state: Exp;  lines: +4 -0
Added call to run lightshaders at worldend
----------------------------
revision 1.30
date: 1997/08/21 16:55:56;  author: peercy;  state: Exp;  lines: +9 -0
cleanup parser, remove last remnants of __sl, and create dedicated ri_shader.c
file
----------------------------
revision 1.29
date: 1997/08/20 15:28:58;  author: peercy;  state: Exp;  lines: +0 -2
remove init and blendinit functionality and major cleanup
----------------------------
revision 1.28
date: 1997/08/13 01:35:04;  author: legakis;  state: Exp;  lines: +2 -2
added token table initialization to RiBegin()
----------------------------
revision 1.27
date: 1997/07/29 16:30:17;  author: peercy;  state: Exp;  lines: +2 -0
rearchitect parsing of shader assembler
----------------------------
revision 1.26
date: 1997/07/25 21:27:10;  author: legakis;  state: Exp;  lines: +1 -1
replaced gl/image.h with imageccp.h
----------------------------
revision 1.25
date: 1997/07/21 20:31:39;  author: peercy;  state: Exp;  lines: +5 -3
update to new fragment light spec
----------------------------
revision 1.24
date: 1997/07/08 18:46:49;  author: peercy;  state: Exp;  lines: +3 -0
update to current api implemented in opengl.model
----------------------------
revision 1.23
date: 1997/06/30 21:10:38;  author: peercy;  state: Exp;  lines: +1 -1
fix camera/modelview matrix manipulation for lighting
----------------------------
revision 1.22
date: 1997/06/14 05:01:12;  author: airey;  state: Exp;  lines: +4 -4
should leave env vars all caps
----------------------------
revision 1.21
date: 1997/06/13 19:55:46;  author: peercy;  state: Exp;  lines: +1 -1
fix bug in checksum function
----------------------------
revision 1.20
date: 1997/06/09 21:13:03;  author: airey;  state: Exp;  lines: +20 -20
last set of rename changes
----------------------------
```

revision 1.19
date: 1997/06/09 20:03:49; author: airey; state: Exp; lines: +78 -78
rename globals
----
revision 1.18
date: 1997/06/09 18:45:47; author: airey; state: Exp; lines: +5 -5
convention for globals: cap on first letter of words\n
----
revision 1.17
date: 1997/06/06 17:01:56; author: peercy; state: Exp; lines: +7 -2
no more while(1); add pixel jitter option
----
revision 1.16
date: 1997/05/28 20:35:52; author: peercy; state: Exp; lines: +1 -1
lighting cleanup and depth cleanup
----
revision 1.15
date: 1997/05/26 18:18:22; author: peercy; state: Exp; lines: +23 -13
add normal draw and noise pixel-texture
----
revision 1.14
date: 1997/05/25 19:26:45; author: peercy; state: Exp; lines: +7 -0
checkpoint for illuminate and freeing temps
----
revision 1.13
date: 1997/05/23 17:23:23; author: peercy; state: Exp; lines: +2 -2
transparency!
----
revision 1.12
date: 1997/05/20 18:06:50; author: peercy; state: Exp; lines: +9 -28
more fixes for new light approach
----
revision 1.11
date: 1997/05/18 18:52:58; author: peercy; state: Exp; lines: +1 -1
several fixes for culling and orientation
----
revision 1.10
date: 1997/05/16 19:23:18; author: peercy; state: Exp; lines: +3 -4
n32 compilers, and reduce error warnings
----
revision 1.9
date: 1997/05/15 16:56:21; author: peercy; state: Exp; lines: +13 -0
added copyright notices
----
revision 1.8
date: 1997/05/13 22:50:15; author: peercy; state: Exp; lines: +2 -2
general environment map
----
revision 1.7
date: 1997/05/13 17:52:55; author: peercy; state: Exp; lines: +0 -1
remove ri_dlist.h
----
revision 1.6
date: 1997/05/12 03:07:36; author: peercy; state: Exp; lines: +2 -0
support reading an assembled shader from file
----
revision 1.5

```
date: 1997/05/09 16:30:13;  author: peercy;  state: Exp;  lines: +1 -1
rounded the corner on surface shader conversion
----------------------------
revision 1.4
date: 1997/05/08 16:12:11;  author: peercy;  state: Exp;  lines: +1 -3
another checkpoint for surface shading
----------------------------
revision 1.3
date: 1997/05/07 23:52:55;  author: peercy;  state: Exp;  lines: +3 -2
checkpoint for shader rework
----------------------------
revision 1.2
date: 1997/05/07 22:45:39;  author: peercy;  state: Exp;  lines: +11 -8
rework scene graph interface
----------------------------
revision 1.1
date: 1997/05/01 23:38:36;  author: peercy;  state: Exp;
copied over from shader tree on wooooooof (brisa!)
=============================================================================
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